

(Mobile pdf) Convergence: Zero Hour Book Two

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Keith Giffen, Tony Bedard

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Keith Giffen, Tony Bedard : Convergence: Zero Hour Book Two before purchasing it in order to gage whether or not it would be worth my time, and all praised Convergence: Zero Hour Book Two:

5 of 5 people found the following review helpful. A fun book with some great ties to 90s DCBy alexi_mI picked this one up on Kindle for a good price. There are 5 two-part stories the same two-part structure. First part we are introduced to the character and the way life is and has been under the dome in the city of Metropolis, till suddenly a voice breaks down the dome. The second part follows our character taking on an enemy from a different city in the

convergence world. Each story follows a different character during the time just before the zero-hour event in the mid-90s, they include Aquaman, Batman Bat-Azrael, Supergirl Matrix, Steel Superman, and Green Lantern/Parallax. Now I understand that are some out here who weren't big fans of convergence and for myself I only read some of it, but I thought this idea for the tie-ins was both neat and simple. In this case, what are basically one-shots in double issues, these stories can be very fun and capture the moment of time in the 90s when these books came out, especially with the enemy each character has to take on. Now I would rank Supergirl Matrix as my favorite, just because it is really funny and includes long-lush hair Lex Luthor. I thought Shadow of the Bat and Aquaman were pretty good in their own way of capturing the city under Dome. Green Lantern/ Parallax is enjoyable in the way that ties-in really well with the Convergence events, but it has some great moments story. Now the art is pretty good for the most part, especially Shadow of the Bat, issue 1 but what really stands out in some of these is the coloring. Also the book includes some awesome back matter. However there is no mention of the other cities and worlds included in the bouts. That was very disappointing especially since this is how each comic started. 4 of 4 people found the following review helpful. Not a needed read, but can be fun in small doses. By Shawn Winigman I picked up the companion books to the Convergence event to hopefully learn more about the upcoming DC titles that will spin out of the event. What I got was more in line with a book similar to DC vs. Marvel. Each story is told in two issues. The first issue traditionally giving a quick view of how the main character(s) are coping with the dome, followed by the second issue where combat occurs between the main character(s) and character(s) from other timelines/cities from other domes. Each book has followed a formula that has been relatively consistent. 1) Main character(s) seen 1 year into living under the dome, functioning without powers. 2) Entity that captured character(s) spends multiple panels giving a speech (identical to speech in Convergence when domes lifted). 3) Main character(s) (traditionally) questions morality of destroying another city to preserve theirs. 4) Other city attacks main character(s). 5) Either the fight stops opting to be friends or someone is defeated leaving the main character(s) city ok. The one part I like about these books is seeing old characters or fringe characters again that haven't been seen in decades. I just wish they weren't so predictable and really gave us better background or development of the characters (there is a section in the end that gives a small explanation of the main character(s)). 1 of 1 people found the following review helpful. One Star. By Customer Kindle version doesn't zoom making reading difficult. Why doesn't allow zoom on all products????

A CONVERGENCE tie-in graphic novel, starring the heroes of the 1990s! Once, there were infinite Earths. Then there came a Crisis a Zero Hour Flashpoint. Worlds lived. Worlds died. But some worlds must now fight for their future in the Convergence! The evil alien intelligence known as Brainiac has stolen 50 doomed cities from throughout time and space and sealed them behind impenetrable domes. Now, after a year, the domes will come down and the heroes and villains of 50 dead worlds must battle to be the last one standing! In this volume: SUPERMAN: THE MAN OF STEEL: John Henry Irons suits up as Steel to defend Metropolis against the tempestuous teens of Gen 13! BATMAN: SHADOW OF THE BAT: The Dark Knight and his even darker replacement, Azrael, must join forces against the team of black-ops assassins known as Wetworks! AQUAMAN: The one-time and one-handed King of Atlantis must go hand-to-hand and toe-to-toe against the WildStorm Universe's deadliest warrior: Deathblow! SUPERGIRL: MATRIX: To survive a madcap trip through the Multiverse, the shape-shifting Girl of Tomorrow must forge an uneasy alliance with Ambush Bug and L.E.G.I.O.N.'s Lady Quark! GREEN LANTERN/PARALLAX: To repel an invasion from Earth-6, Kyle Rayner must turn to disgraced Green Lantern Hal Jordan but will he save their city, or destroy it? The unforgettable ZERO HOUR era versions of your favorite DC heroes square off against the WildStorm Universe and even wilder places in CONVERGENCE: ZERO HOUR VOL. 2!

About the Author Keith Giffen works waaaay too much, and frankly... it worries us. A true Renaissance man, Keith has provided either plotting, scripting, breakdowns, pencils, or any combination thereof for titles such as ALL-STAR COMICS, LEGION OF SUPER-HEROES, RAGMAN, CREEPER, LOBO, SUICIDE SQUAD, The Defenders, Hero Squared!, and, um... AMBUSH BUG. Most recently he's been involved with the weekly series 52 and COUNTDOWN TO FINAL CRISIS, as well as 52 AFTERMATH: THE FOUR HORSEMEN and MIDNIGHTER, plus a gazillion other things. We'd name even more projects, but we're really worried about cutting Terry Austin's bio short, which would be a real bummer.